SNS-XN-USA

STAR TREK
THE NEXT GENERATION®

"Future's Past"

INSTRUCTION BOOKLET

Spectrum HoloByte

SUPER NINTENDO ENTERTAINMENT SYSTEM

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STAR TREK
THE NEXT GENERATION

UNITED FEDERATION OF PLANETS
STARFLEET COMMAND

WELCOME TO THE 24TH CENTURY!

You are privileged to join the Federation Starship Enterprise™ on her adventure entitled "Future's Past." You will travel to strange new worlds, find new life and new civilizations, and *"boldly go where no one has gone before."*™

This voyage, though, will be different from any other you may have taken. Starfleet Command will have some assignments for you, but *you* will be in control of the ship. You can choose to visit hundreds of planets, use the ship's weapons to defend yourself against hostile vessels, choose which crew members go on Away Team missions and direct their actions as they explore the unknown worlds.

The fate of the galaxy is in your hands, for even the simplest-seeming mission can have vast, unexpected consequences. If you perform your tasks well, with imagination and courage, the United Federation of Planets will honor your achievements. Good luck!

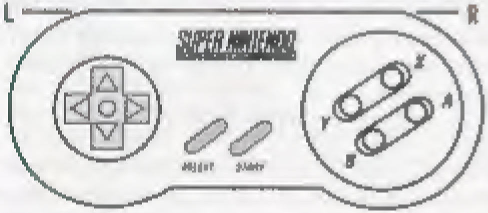
SETTING UP THE GAME

Star Trek: The Next Generation® is a one-player game. Plug the Super NES Controller into the left controller socket only.

To enter the world of *Star Trek: The Next Generation*, insert the Star Trek Game Pak into your Super Nintendo Entertainment System and then turn the power ON. You will then be presented with the title screens, after which you will be briefed by an entry from Captain Picard's log. Once you've read the captain's log entry, press either the **A** or the **X** Button to make it go away. Now your adventure can truly begin.

WHAT ARE ALL THOSE BUTTONS ON THE CONTROLLER, ANYWAY?

The Super NES Controller is laid out as follows:



Pressing the **START** Button will always **pause** the game, and pressing it a second time will **resume** the game. The other buttons work differently depending on which screen you're using. We'll explain these functions screen by screen.

THE SHIP'S BRIDGE

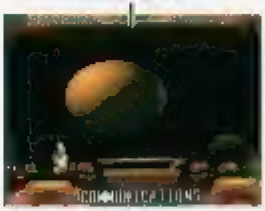
After the captain's log entry, you will find yourself facing the viewscreen on the Bridge, where the **Right** and **Left** arrows will take you to the different stations. There are seven control stations on the Bridge; **communications**, where you can talk to other people; **the conn**, where you set the ship's course; **the briefing room**, where you can get advice from Captain Picard about what to do next; **the sensors**, where your analytical detectors can scan unknown objects; the ship's **computers**, where you look up information; **the engineering station**, where you go to repair the ship when it's damaged in battle; and **the Transporter Room**, where you select an Away Team to visit other sites. A label at the bottom of the screen tells you which station you're currently viewing.

EXPLORING THE BRIDGE

When you're on the Bridge, you stand in the center with the control stations around you. Use the **Right** or **Left** arrow keys on the Control Pad to turn a full 360° and see the complete Bridge. As with any circle, you can go in either direction; for simplicity's sake, this tour will go in a clockwise direction.

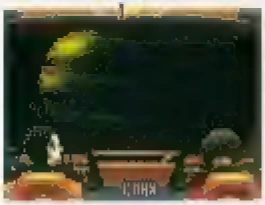
You start out facing the **viewscreen**, which shows you what's outside the ship. This is actually two systems in one. When someone is hailing you, the light at the top of the screen flashes green and the word "Communications" appears at the bottom.

Hailing light on

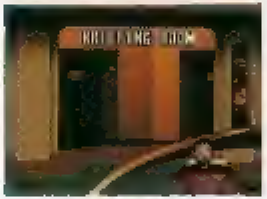


Communications lets you receive messages from other people. When no one is hailing you, the word "conn" appears instead and you are at the **conn**, where you can set the ship's course and speed.

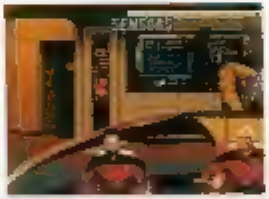
Hailing light off



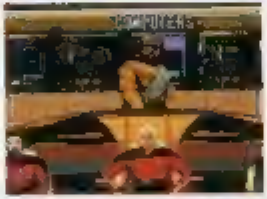
From the front viewscreen, press the **Right** arrow to reach the **briefing room**.



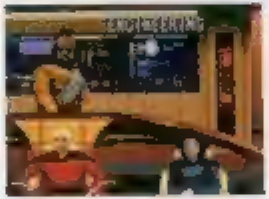
From the **briefing room**, press the **Right** arrow to move clockwise to the **sensors**.



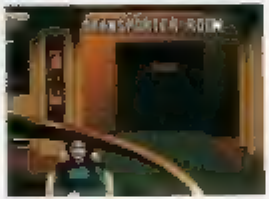
From the sensors, press the **Right** arrow to move clockwise to the **computers.**



From the computers, press the **Right** arrow to move clockwise to the **engineering station**.



From the engineering station, press the **Right** arrow to move clockwise to reach the turbolift doors that will take you to the **Transporter Room**.

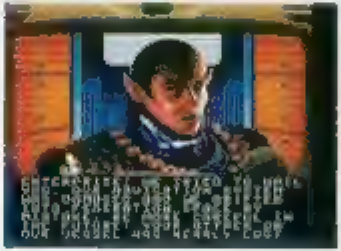


From the turbolift, press the **Right** arrow to return to the viewscreen. Congratulations! You have now made a complete circle and located all the stations on the Bridge.

COMMUNICATION

Being hailed

You will hear a beeping sound when someone is hailing you. Go to the viewscreen, where you will see the green light flashing at the top of the screen. Press the **A** Button, and the image of the person hailing you will appear on the viewscreen along with the text of what he or she is saying. If there's too much text to fit on the screen at one time, press the **Up** and **Down** arrows on the Control Pad to scroll up and down so you can read the whole message. Press the **A** Button again to return to the Bridge when you're finished.



When the viewscreen is blurry

If your communications system has been damaged in combat, you can't receive messages as clearly as you normally could. See the section on the engineering station, below, to learn how to fix the problem.

REACHING YOUR DESTINATIONS

You go to the conn to change the ship's course and set a new destination. Use the Control Pad to take you to the viewscreen, then press the **A** Button to enter the astrogation system.

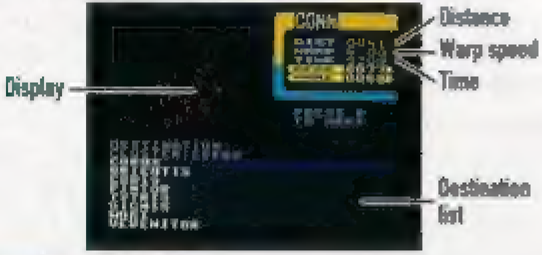
What the star and cluster names mean

To simplify astrogation, places are identified by a series of names. The stars in your ship's patrol region have been grouped into eight different clusters, and the cluster name is the first level you choose. Within each cluster, the stars are named by Greek letters according to how bright they are. The planets of each star are listed by Roman numerals according to their distances from their sun, and the moons of a particular planet are listed by Roman letters according to their distance from the planet. The destination "Codis Alpha IVB" means go to the brightest star (alpha) in the cluster Codis, then look at the fourth planet out and go to its second moon.

What the conn looks like

In the upper left-hand corner of this screen is a pictorial display of possible destinations. Below the display is a menu list. Use the **Up** and **Down** arrows on the Control Pad to scroll through the names on the list, highlighting each name in turn. There may be so many names on the menu list that they don't all fit on the screen at once, but you can scroll to them all using the

Up and **Down** arrows. In the upper right-hand corner is information about reaching your destination.



Choosing a destination

If you're already on your way to a destination when you enter the astrogation screen, you will find that destination preselected. If you have no current destination, you will see the screen for choosing a cluster.

The highest level of the astrogation panel lists the clusters; when a cluster is highlighted, its stars appear in a different color in the visual display. Pressing the **A** Button selects the highlighted cluster and takes you down to the next level in the list, where you can select a particular star within that cluster. The **A** Button always takes you down to a more specific level.

Pressing the **X** Button will move you up one level on the list. If you're on the top level (cluster choices), pressing the **X** Button will return you to the Bridge without selecting a destination. If you have a destination selected and want to return to the Bridge without changing it, press the **X** and **Y** Buttons together.

Choosing a warp speed

The display in the upper right-hand corner shows information about your selected destination. The first line shows its distance from your current position, the second line shows your currently selected warp speed, and the third line tells you how long it will take to reach the destination at that speed. Bearing and Mark define the destination's position relative to your ship.

You can increase or decrease your warp speed by pressing the **Right** or **Left** arrows on the Control Pad. Your ship's computer will notify you if you pick an unreasonable speed.

Damaged engines

If your ship's engines have been badly damaged in combat, you'll see a message saying that the system has been shut down. You can't go anywhere until you make repairs. See the section on the engineering station, below, to learn how to repair the engines.

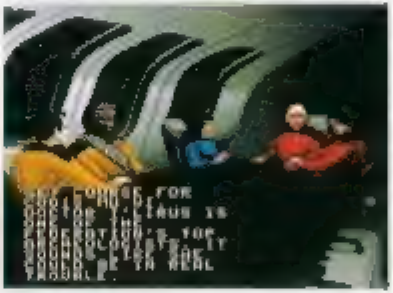
Warping out

Pressing the **B** Button selects the destination, starts you on your way and returns you to the Bridge.

CONFERRING WITH THE SENIOR OFFICERS

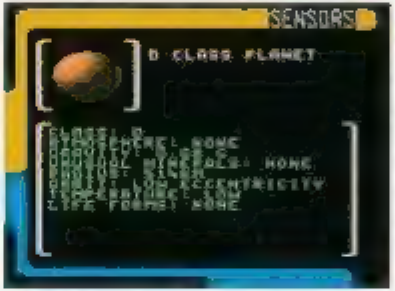
If you're uncertain where you should go or what you should do, you can always get advice from the ship's senior officers. Go to the briefing room and press the **A** Button to see what they suggest. Press either the **A** or the **X** Button to return to the Bridge.

Your ship's officers are among the most capable in Starfleet. Their advice is bound to be good. Remember, though, that *you* are now commanding the ship and you make the final decisions.



USING YOUR SENSORS

The sensors let you study objects from afar. The information you learn may help you understand and deal with some of the problems you'll encounter.



D CLASS PLANET

LIFE FORMS: NONE

Activating the sensors

Go to the sensors and press the **A** Button to activate them. The sensors will scan the closest object within range and present a report about it. Use the **Up** and **Down** arrows to scroll through the report if necessary.

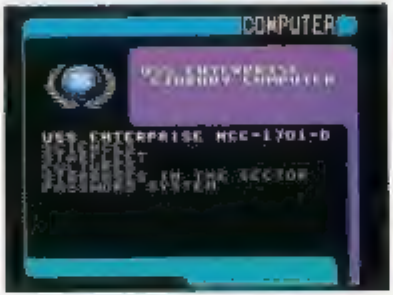
Returning to the Bridge

When you've finished reading the sensor report, press the **X** Button to return to the Bridge.

USING THE COMPUTERS

The ship's computers can give you background information about various subjects. Some entries may even help you solve the game's puzzles. Press the **A** Button when you're at the computers to start exploring the system.

You will see a menu of general topics. Use the **Up** and **Down** arrows to scroll through the menu. When the topic you want is highlighted, press the **A** Button to



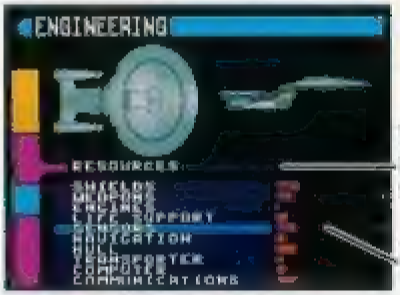
USS ENTERPRISE NCC-1701-D

move forward to that topic's submenu. Continue moving forward like this until you reach the specific entry you're looking for. You may then use the **Up** and **Down** arrows to scroll through the entry's text.

Pressing the **X** Button will move you back up the submenus one at a time. When you're on the top level, pressing the **X** Button will return you to the Bridge. You can exit to the Bridge from any point by pressing the **X** and **Y** Buttons at the same time.

REPAIRING THE SHIP

If the ship was damaged during engagement with a hostile adversary, go to the engineering station. Here you can decide what percentage of the ship's resources you want to devote to repairing the damaged systems. Press the **A** Button to call up the engineering screen.



Total resources available

Ship's systems

What resources do you have?

The top line is labeled "Resources." A blue line beside the label shows the total amount of work your crew can

put into fixing the ship at any given time. This line will shrink as more resources are spent to repair the ship after space battle.

Which systems need repair?

Below the top line are the names of the 10 major ship systems: Shields, Weapons, Engines, Life Support, Sensors, Navigation, Hull, Transporter, Computer and Communications. A damaged system will have a red bar next to its name. The longer the bar is, the more damage the system has suffered.

A damaged system will not work well and could endanger your mission. Damage to shields, weapons and engines will keep you from maneuvering and defending yourself well when you're attacked. If your life support system is damaged, your crew will not regain any health they lost on Away Team missions; if your hull is too badly damaged, your ship cannot survive. If your sensors or computer are damaged, you won't be able to get information from those systems. If there is damage to the navigation system, you can't fly the ship where you want to go. If your communications system is damaged, you'll have difficulty receiving incoming messages, and if your transporter is damaged, you won't be able to beam an Away Team to their current mission.

How do you repair a system?

You must spend some of the ship's resources to fix a damaged system. Use the **Up** and **Down** arrows to highlight the system you want to repair. Pressing the

Right and **Left** arrows on the Control Pad increase or decrease the resources you're spending on that system (as indicated by a blue line inside the red bar). The more resources you spend, the faster the system will be repaired—but the fewer resources you'll have left over to repair other systems. Pressing the **R** or **L** Button will give you a greater control over the resource increase or decrease by moving the blue line in smaller increments.

Why are Shields, Weapons and Engines a different color?

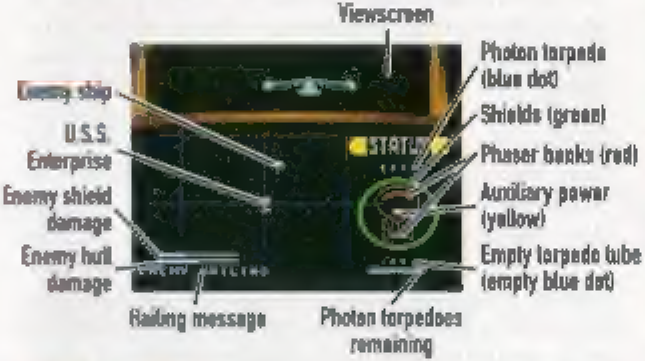
The top three systems also have submenus for specific shields, weapons and engines respectively. To reach these submenus, highlight the main menu and press the **A** Button. Then follow the same procedure for spending resources. If you don't use the submenus, any resources spent on the top menu will be divided equally among its subsystems. Press the **X** Button to back out to the top menu.

Returning to the Bridge

When you've finished authorizing repairs, press the **X** Button to return to the Bridge. The repairs will be made over time according to the resources you spent.

DEFENDING THE SHIP FROM ATTACK

Your ship will automatically go to red alert when it's attacked. The klaxon will sound and you will be taken automatically to Worf's tactical station screen.


Viewscreen
Enemy ship
U.S.S. Enterprise
Enemy shield damage
Enemy hull damage
Hailing message
Photon torpedoes remaining
Photon torpedo (blue dot)
Shields (green)
Phaser banks (red)
Auxiliary power (yellow)
Empty torpedo tube (empty blue dot)
STATUS

What you'll see

You can see part of the front viewscreen over the top of your console. Below that, on your control console, you see a view of space immediately around you. Your ship is always placed at the center with the opposing ship moving around it.

The grid

The grid system scales itself depending on how far away the opposing ship is from yours. If you're far apart, the grid squares are small. When you get closer to your opponent, the grid squares become larger.

The ship display

On the right-hand side of the screen is an image of your ship showing the condition of its six different shields and its fore and aft weapons banks. The shields are green when they're in perfect working order. As they suffer damage, they become dimmer and must be repaired before they will work again. The phaser banks show up as red areas on the fore and aft parts of the ship. When they're bright red, they're fully charged. As you use them, they dim to black, and you must wait until they charge again before you can use them again. The yellow light indicates your auxiliary power is working. You have four photon torpedo tubes, fore and aft, represented by four buttons at the top and bottom of the display. When the button is lit, the tube has a torpedo ready to be fired; when the button is dark, the tube is empty and you must wait for it to be reloaded. A gauge at the bottom of the display shows how many photon torpedo casings you have left.

Controls

There are two different sets of controls that can be worked independently or together. One set controls how the ship moves through space; the other set controls your phasers and photon torpedoes.

Moving around

Use the Control Pad to move your ship around. Press the **Up** arrow to give the ship forward thrust, that is, in the direction it's facing, and the **Down arrow** to give the ship backward thrust. Press the **Left** arrow to rotate the ship counter-clockwise; press the **Right** arrow to rotate the ship clockwise. The ship will stop rotating when you take your finger off the Control Pad.

Firing your weapons

Your ship is equipped with fore and aft phasers and fore and aft torpedo tubes. If your opponent is in front of you, your computer will automatically fire the fore weapons; if the enemy is behind you, the computer will fire the aft weapons. Use the **A** Button to fire your phasers and the **B** Button to fire your photon torpedoes.

Energy allocation during battle

During [illegible] combat, [illegible] ship's engineers are busy [illegible] power to the shields and weapons, [illegible] Pressing the **R** Button [illegible] power to the shields. If you press the **L** Button instead, [illegible] power to the phasers.

Enemy damage

In the lower left-hand corner of the tactical screen are two status lines representing the amount of damage done to the opposing ship. The upper line represents shield strength and the lower line shows damage to the hull. These lines shrink as you do more damage and grow again as the opposing ship repairs its shields and hull.

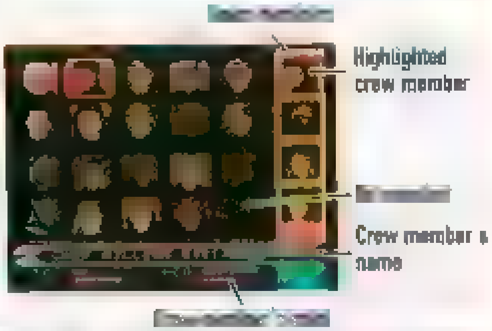
Hailing during battle

If your opponent has received serious damage, he may decide it's better to [illegible] with you than fight. The message "Enemy hailing" [illegible] lower left-hand corner of your screen. If you want to answer your opponent's hail, press the **X** and **Y** buttons at the same time. You will be returned to the Bridge, where you [illegible] time. You can agree to the [illegible] fighting to the end, but this may [illegible] members of your [illegible] they [illegible] later for your lack of courtesy.

If you decide you [illegible] to [illegible] and [illegible] Press the **X** and **Y** buttons at the same time to indicate your desire to talk. You will [illegible] the Bridge, where you will [illegible] Go to the [illegible] If the enemy [illegible] leave [illegible] If your [illegible] and the game will end automatically.

GETTING READY TO GO ON AN AWAY TEAM MISSION

When [illegible] Away Team to investigate [illegible] the Transporter Room. Here [illegible] crew members to go on the mission. To reach the Transporter Room, go to the [illegible] doors and press the **A** Button. You will receive a briefing from Captain Picard [illegible] goals of your mission. If you decide [illegible] press the **X** Button [illegible] Bridge. [illegible] Room, press the **A** button.



What you see

When you first enter the Transporter Room screen, you will see [illegible] down the right-hand [illegible]. These are the [illegible] crew members of the Away Team the computer has selected by default. The [illegible] highlighted [illegible] stats (TEC [illegible] Technical [illegible] TAC [illegible] HEA [illegible] Stamina, and STR [illegible] Strength. A [illegible] crew member is permanently removed from [illegible] the roster.

Choosing the crew members for the Away Team

On the left-hand side of the screen are the portraits of the crew members available to be chosen for the Away Team (including an empty spot for no crew member, if you [illegible] that position). The pictures of people who were [illegible] on previous missions [illegible]. These people are recovering and are [illegible] for [illegible] missions.

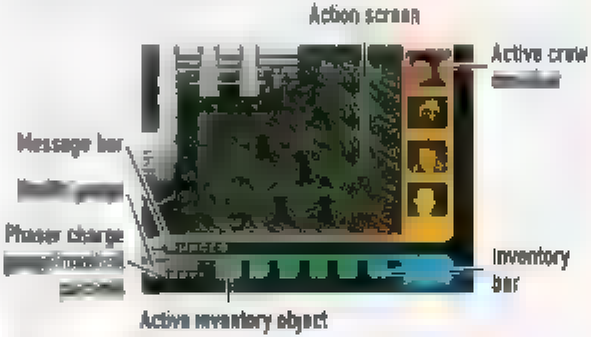
You can change which box is highlighted on the right [illegible] holding down the Y Button and pressing the Up and Down arrows on the Control Pad. The [illegible] when you release the Y Button [illegible]. You [illegible] the **Up**, **Down**, **Left** and **Right** arrows to highlight [illegible] the [illegible] and that [illegible] will be shown along the bottom. Repeat the procedure [illegible] Away Team you want. If you decide [illegible] the mission without beaming down, press the **X** Button to return to the Bridge. Otherwise press the **A** Button [illegible] transport [illegible] you want to explore.

NOTE. Different crew members have different combinations of skills. Some Away Team [illegible] require different skills [illegible] the problems they present. Sometimes [illegible] help to choose team members who have talents different from one another.

AWAY TEAM MISSIONS

THE CREW MEMBERS OF THE AWAY TEAM

When you send the Away Team on a mission, you will see them transport to the location the transporter chief has chosen for them. Along the right-hand side of the screen is a column of portraits for the crew members you chose to be on the Away Team. A red highlight indicates the team member who is currently "active," meaning this is the member who will do things when you use the controls.



THE INVENTORY BAR

Along the bottom of the screen is a bar with pictures of the things in the active crew member's inventory. Each crew member has his or her own inventory, which is assigned automatically depending on the crew member's position and skills. The first item in the inventory will be highlighted in red.

THE MESSAGE BAR

Just above the inventory bar is the message bar. When [illegible] inventory bar [illegible] appears in the message bar. When [illegible] your [illegible] message will appear in this area.

THE HEALTH GAUGE

[illegible] horizontal red line that [illegible]

[illegible]

THE PHASER CHARGE GAUGE

[illegible] phaser, there will be [illegible] just below the health gauge showing how much charge is left [illegible] phaser. [illegible] crew member [illegible] new power pack [illegible]

MEDICAL PACKETS

If the active crew member is a medical officer, there will be squares just below the health gauge showing how many medical packets that officer has left. The

officer starts a mission with three packets. Each time she heals [illegible] one [illegible] packet is used [illegible] Commander Data cannot be healed by using medical packets.

THE ACTION SCREEN

The biggest part of the screen shows [illegible] where the [illegible] action takes place.

PICKING THE ACTIVE TEAM MEMBER

[illegible] Y [illegible] the Up or Down [illegible] Y Button [illegible] member.

USING THE CREW MEMBER'S INVENTORY

The inventory bar [illegible] currently active crew member. Pressing the R or L Button [illegible] highlighting each one [illegible] the crew member to use a particular inventory item [illegible] highlighted. Pressing the A Button causes the crew member to use the highlighted item. Nothing will happen if the item can't be used in this situation. See the section below "The Standard Inventory Items" to see what the most common objects do.

Each crew member has [illegible] items or [illegible] inventory. If you need to pick up more things than his or her inventory space [illegible] several crew members.

MOVING THE ACTIVE CREW MEMBER AROUND

Use the **Up**, **Down**, **Left** and **Right** arrows to move [illegible]

PICKING UP OBJECTS

[illegible] right [illegible] **B** Button [illegible] pick it up. If you [illegible] will appear [illegible] will happen.

Pressing the **B** Button [illegible]

COMPLETING YOUR MISSION

When you [illegible] your mission [illegible] automatically be beamed back aboard the ship.

INJURED CREW MEMBERS

If any of the ship's major officers are mortally injured during the mission [illegible] the officer will be beamed back to Sick Bay to have his or her injuries tended to. Pressing any button will take you to the Bridge where you will be free to start the mission over again.

If a crew member who is not one of the major officers is mortally injured, the mission does not automatically end. The crew member will remain where he or she fell. Any other crew member with enough inventory space may pick up a fallen comrade's inventory objects by walking over that person.

The game ends automatically if Captain Picard is [illegible] or if [illegible] major officers [illegible] during the course of the game. When this happens, you must restart the game from the beginning.

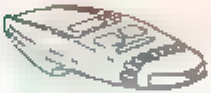
INCOMPLETE MISSION

If you want to end an Away Team mission before it's completed (for instance, if you want to change the members of your Away Team), press the **X** and **Y** Buttons at the same time. This will take you back to the Transporter Room on the Bridge.

When you restart a mission you didn't complete (either because a crew member was injured or because you ended the mission early), you will find yourself starting over. Anything you picked up will be back in its original place and anything you accomplished on your previous attempt will be wiped out—except for your memory. The experience you gained on your last attempt may help you achieve your goal this time.

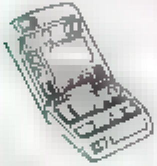
THE STANDARD INVENTORY ITEMS

Phaser



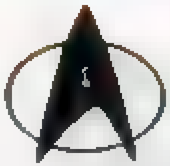
The phaser is the personal defensive sidearm of Starfleet. It shoots a laser-like energy beam at a target. A phaser has a limited amount of charge, but can be recharged with a new power pack. Phasers are not [illegible]. Only crew members with high [illegible] ratings are given phasers in their inventories.

Tricorder



The tricorder is a hand-held scientific instrument that allows trained personnel to analyze objects in their vicinity. When the tricorder is used on an object, it gives you a message that only technically trained people can interpret. Thus, only crew members with high technical ratings are given tricorders in their inventories. They will explain the tricorder's readings to you in basic terms.

If a trained medical officer uses a tricorder on someone who's been less than critically injured, the injured person will be healed as long as the medical officer still has at least one medical packet.



Command Insignia

When an officer has the command insignia in his or her inventory, the person can use it to make other crew members follow him or her around. Simply highlight the insignia and move the active crew member to touch other crew members. The ones who are touched will follow the commander's lead.

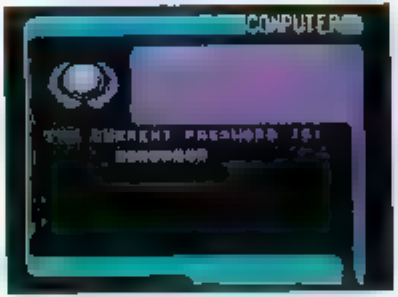
To make a crew member stop following the team leader, simply make that person the active crew member and move him or her away from the group. The crew member will then be independent until the command insignia is used on him or her again.

STARBASES

There are three official Starfleet starbases within the region of space your ship patrols: Starbase 202, located at Sigma Epsilon IB; Starbase [illegible] at W[illegible] B[illegible] XIIIA; and Starbase 22[illegible] at Cadis Zeta VA. Starbases maintain complete drydock facilities. Your ship should visit a starbase when it needs quick repair of major damage or when it is running low on photon torpedo casings.

Starbases are also the places where you get the official Starfleet passwords that allow you to save the game. See the next section, "Saving the Game," for more details.

SAVING THE GAME



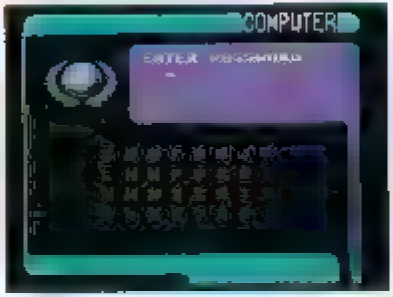
THE CURRENT PASSWORD IS:

GETTING THE PASSWORD

The password lets you restart the game at the same position you were in when you first got that password. Using the password keeps you from having to replay Away Team adventures you've already completed.

You will be assigned a password each time you visit one of the starbases. Go to the ship's library computer if you don't remember where the starbases are. The computer will also tell you what the current password is. You might want to write the password down along with a brief description of where you are in the game before you turn off your Super Nintendo Entertainment System so you can start up again approximately where you left off.

USING THE PASSWORD



ENTER PASSWORD

Go to the ship's computer and select the Password System. Choose the setting "Password." To enter the password, press the arrow keys on the Control Pad until the first character of your password is highlighted, then press the **A** Button. Continue with this procedure until you have selected all your password's characters correctly, then press the **A** Button again. You will now find the game in the same status as when the password was issued. Any Away Team missions you completed will be completed and any injured crew members who were still on duty will still be that way. Press the **X** and **Y** Buttons together to exit from the computer without choosing a password.

If you make a mistake while entering the password, press the **X** Button to backspace over the error and then choose the correct characters as before.

THE GAME ENDS WHEN . . .

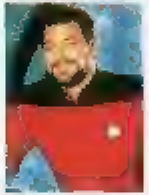
- You have successfully completed each mission.
- Your ship is captured by an opposing vessel.
- Captain Picard is critically injured during an Away Team mission.
- A total of three major officers have been critically injured in the course of the game during Away Team missions.
- You commit a major breach of Starfleet regulations.

THE SHIP'S MAJOR OFFICERS

CAPTAIN JEAN-LUC PICARD

The ship's captain is a skilled diplomat with the ability to get straight answers from the people he talks to. He is also a respected leader, admired by his subordinates, and has a special interest in archaeology. ATTRIBUTES: *Midrange:* Tactical, Technical, Strength.

COMMANDER WILLIAM T. RIKER



The first officer is more flamboyant than his captain, but still an able officer. He often reacts emotionally, but his basic instincts are usually accurate. He is very skilled with a phaser. ATTRIBUTES: *High:* Tactical; *Midrange:* Strength; *Low:* Technical.

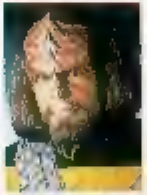
LIEUTENANT COMMANDER DATA

The ship's science officer is an experimental android, the only one of his kind in the Federation. His artificial body has greater strength and sensory abilities than normal people do, and his positronic brain functions like a computer. His greatest goal, however, is to learn what it is like to be human. He cannot be healed during an Away Team mission by using a medical packet on him. ATTRIBUTES: *High:* Tactical, Technical, Strength.

LIEUTENANT COMMANDER GEORDI LA FORGE

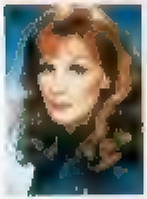
The ship's chief engineer, although blind, gets direct neural input from his visor which allows him to "see" in ranges beyond those detectable by sighted people. His wealth of technical expertise makes him a master at analyzing tricorder readings. ATTRIBUTES: *High:* Technical; *Midrange:* Tactical; *Low:* Strength.

LIEUTENANT WORF



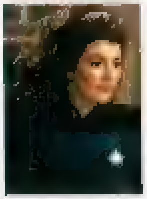
The chief of security is a Klingon orphan who was raised primarily by a human couple. He has greater strength and better fighting skills than a normal human being, but his outlook is very practical and somewhat lacking in imagination. ATTRIBUTES: *High:* Strength, Tactical; *Low:* Technical.

DR. BEVERLY CRUSHER



The ship's chief medical officer is an expert in the biological sciences, cybernetics, regeneration, and is skilled at healing humans and aliens alike. As a doctor, she has become adept at analyzing tricorder readings. ATTRIBUTES: *High:* Technical; *Midrange:* Strength; *Low:* Tactical.

COUNSELOR DEANNA TROI



The ship's counselor is half Betazoid, which gives her strong empathic skills to feel the emotions of people around her. This ability not only helps her counsel the ship's crew, but gives her an edge in communicating with aliens as well. ATTRIBUTES: *Midrange:* Tactical; *Low:* Technical, Strength.

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Alameda, CA 94501

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